

JITTER BUFFER MANAGEMENT FOR
MOBILE COMMUNICATION HANDOFFS

ABSTRACT OF THE DISCLOSURE

A method of providing communication service includes determining a first playback delay based on one or more network characteristics of a first network and one or more network characteristics of a second network. The method also includes
5 storing media received from the first network in a first buffer and playing media received from the first network after the media received from the first network has been stored in the first buffer an amount of time based on the first playback delay. The method further includes detecting a handoff trigger and storing media received from the second network in a second buffer, in response to detecting the handoff
10 trigger. The method also includes playing media received from the second network.